

INPUT BIT	PRESENT ENCODER STATE	NEXT ENCODER STATE	STATE TRANSITION	PARITY BIT
0	000 (0)	000 (0)	0 ↔ 0	0
1	000 (0)	100 (4)	0 ↔ 4	1
0	001 (1)	100 (4)	1 ↔ 4	0
1	001 (1)	000 (0)	1 ↔ 0	1
0	010 (2)	101 (5)	2 ↔ 5	1
1	010 (2)	001 (1)	2 ↔ 1	0
0	011 (3)	001 (1)	3 ↔ 1	1
1	011 (3)	101 (5)	3 ↔ 5	0
0	100 (4)	010 (2)	4 ↔ 2	1
1	100 (4)	110 (6)	4 ↔ 6	0
0	101 (5)	110 (6)	5 ↔ 6	1
1	101 (5)	010 (2)	5 ↔ 2	0
0	110 (6)	111 (7)	6 ↔ 7	0
1	110 (6)	011 (3)	6 ↔ 3	1
0	111 (7)	011 (3)	7 ↔ 3	0
1	111 (7)	111 (7)	7 ↔ 7	1

FIG.1C
PRIOR ART

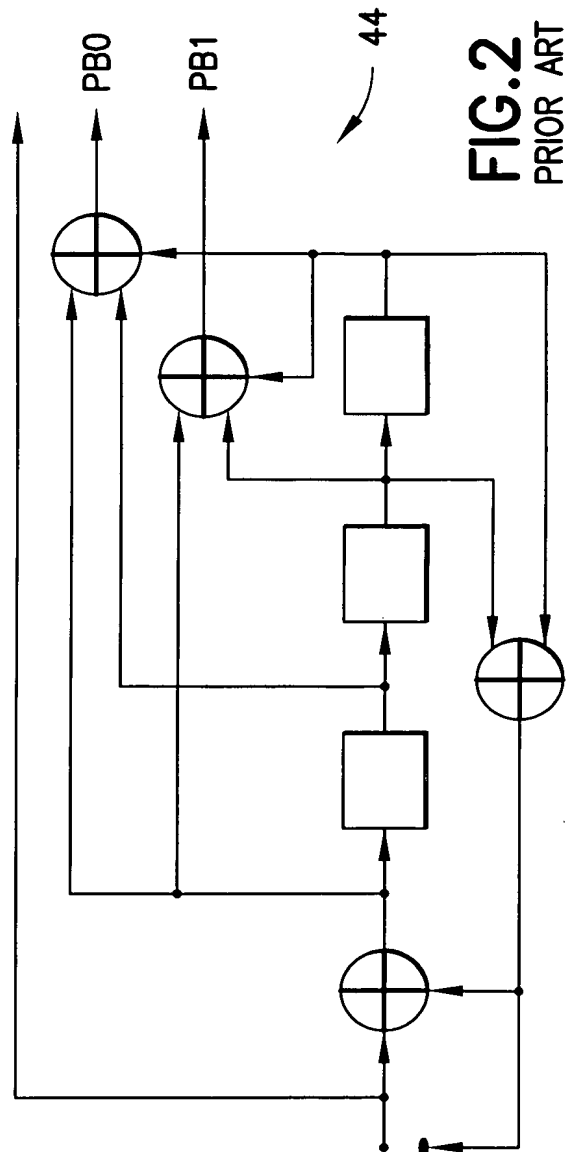
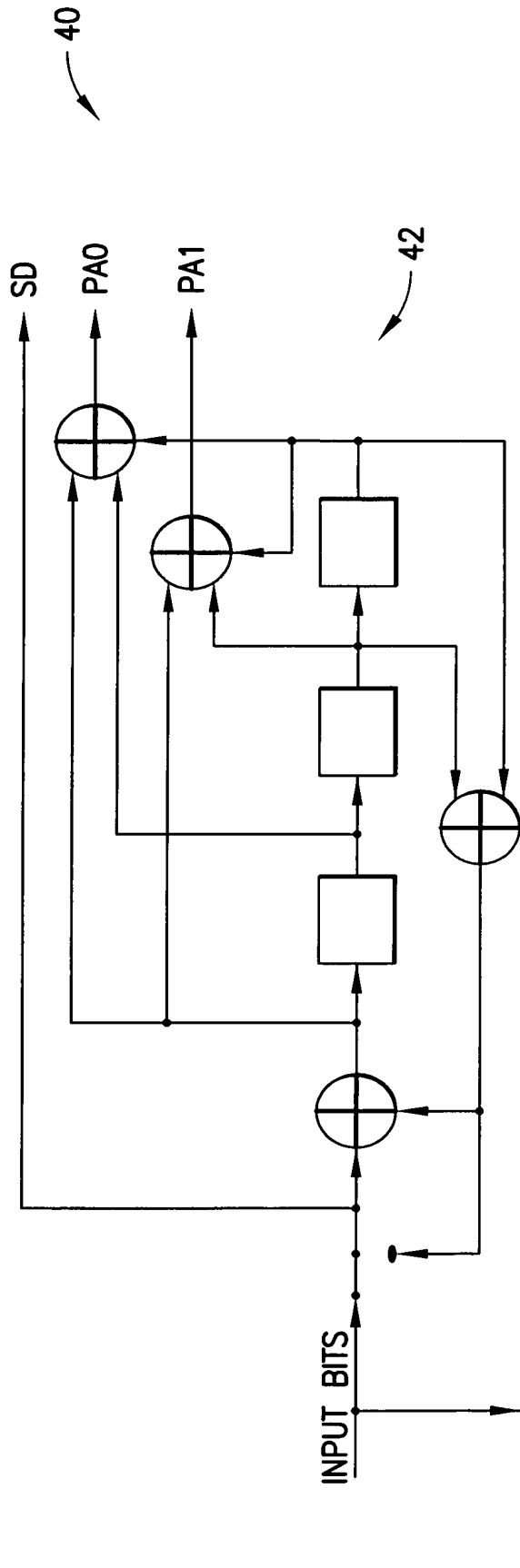


FIG.2
PRIOR ART

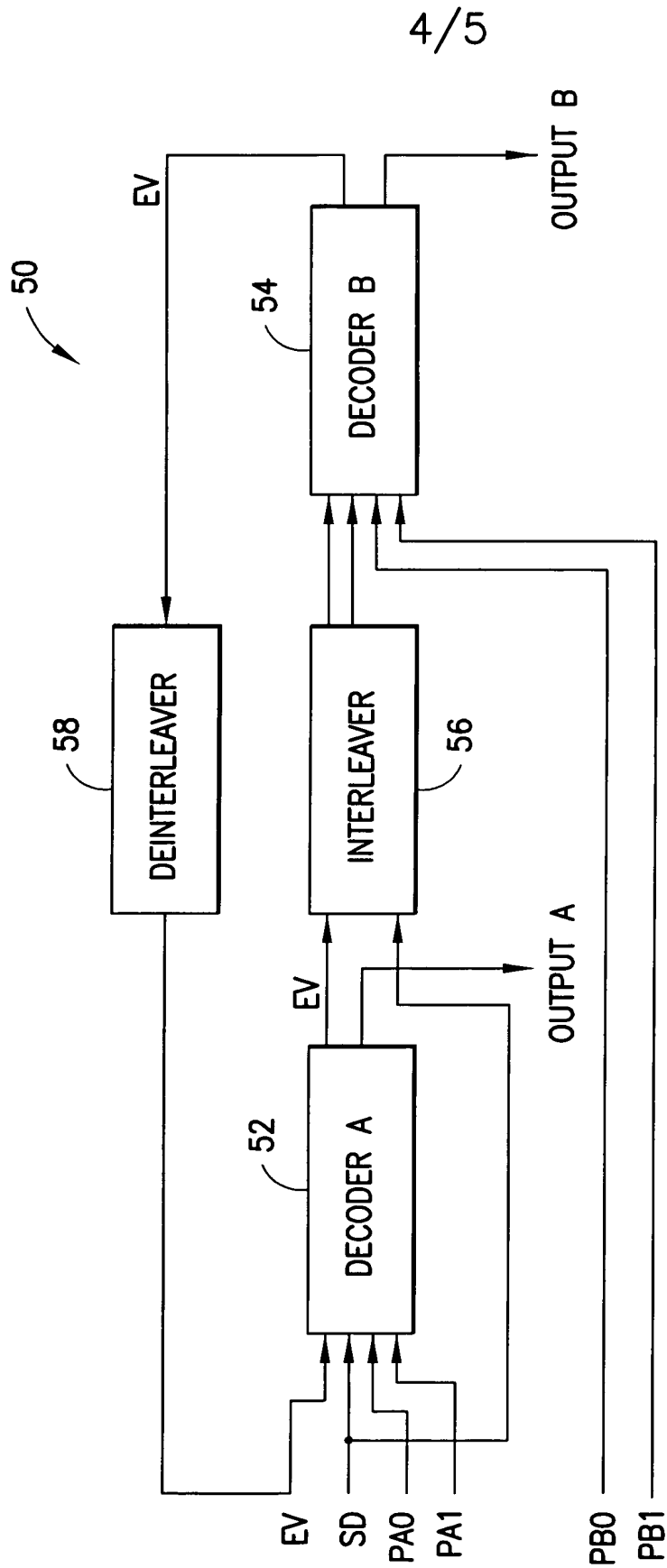


FIG.3
PRIOR ART

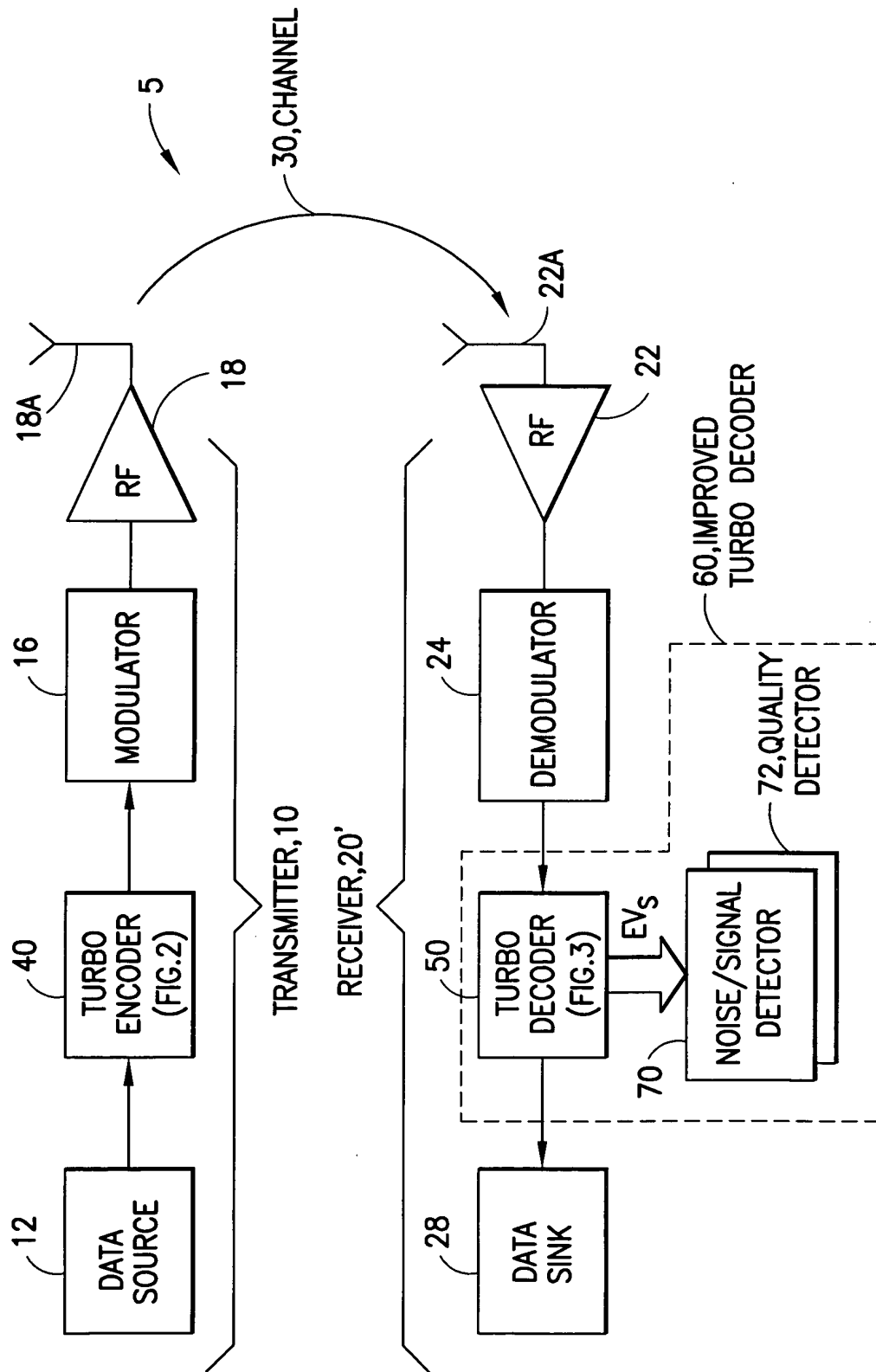


FIG. 4